

# Video in browsers

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**<video>**

# Video on the web today

- video supported through plug-ins
- most often Flash
- obscure code & black magic
- it's time to make video a first-class citizen on the web
- two problems to solve

# Problem #1: markup and object model

`<video>`

## Problem #2: video format

- to improve interoperability we need a baseline format
- we need an open standard, freely implementable
- Wikipedia has chosen Ogg Theora

**Demos**

# HTML5

```
<html>  
  <video controls src="clip.ogg">  
    Video decoder not found  
  </video>  
</html>
```

**SVG**



# SVG

```
<?xml version="1.0" encoding="UTF-8"?>
<svg xmlns='http://www.w3.org/2000/svg'
      xmlns:xlink='http://www.w3.org/1999/xlink' viewBox="0 0 450 400">
  <defs>
    <linearGradient id="fadeGrad" y2="1" x2="0">
      <stop offset="0.5" stop-color="white" stop-opacity="0"/>
      <stop offset="1" stop-color="white" stop-opacity=".4"/>
    </linearGradient>
    <mask id="fade" maskContentUnits="objectBoundingBox">
      <rect width="1" height="1" fill="url(#fadeGrad)"/>
    </mask>
  </defs>

  <g id="web2.0-reflection">
    <g id="video">
      <video id="v2" width="450" height="220"
            xlink:href="clip.ogg" type="application/ogg"/>
    </g>
    <use xlink:href="#video"
          transform="scale(1 -1) translate(0 -440)" mask="url(#fade)"/>
  </g>
</svg>
```

## **Problem #3: accessibility**

<http://labs.opera.com>